TUTORIALS

The tutorials are split into three sections which the player can choose any to start with, and at the end he is offered the chance of progressing onto the next tutorial or starting the game. The player will be allowed to skip out of the tutorial at and time.

Control options tutorial

These are designed to demonstrate each basic control function of the game. It is an Ideal introduction for a younger player, who has not played this type of game before, and will be unfamiliar with the options, control and general design and effect.

- All of the messages are played as sampled speech, this will allow the player to easily understand the tutorial objective, and perform the actions needed, without slowing down to read text.
- All of the spoken text is duplicated as scrolling text in the message window at the bottom of the screen, so users without a sound card can still understand the tutorial and it will serve as a reminder and strengthen the message for the other players.
- Where an object, is mentioned it will also display a graphic or icon to show what the object is.
- This will allow the maximum understanding of the tutorial information.
- Audiably the message is spoken
- Visually the text is displayed.
- The information is not complicated with jargon, as it graphically displays all objects for visual recognition, and strengthens the name/ graphic bond.
- The tutorials are lead through with characters to individualise the demonstration and encourage the understanding through identification with the named characters.
- Many options are deliberately not selectable, to prevent accidental selection, until that aspect of the game options has been explained.
- The tutorials will expand on the ideas, by allowing the player to combine actions, these will result in rewards to encourage the player.
- The tutorials are linked with the narrative and characters following a progressive story-line, which introduces the different options.

SELECTION

Introduce the cursor
For this tutorial the level map is only slightly larger than one screen wide, This will prevent the player scrolling away from the action but they may 'accidentally' notice the cause and effect of scrolling. (limit but do not hinder the players learning ability)

Show a cave, with Roxy in the middle.
CAPT: "This is ROXY the pilot of the Rock Raiders team".
ANIM   of Roxy waving to the screen
ROXY: "hello"

CAPT: "We are going to help Roxy (pic), gather some power crystals (pic). They are needed to power our spaceship"

CAPT: "If you move your mouse around you will see the cursor (pic) moving."
          "move it over the top of ROXY (pic)
ANIM   Roxy waves again.
ROXY: "hello"

a graphic of an object and a short description, ask the player to try and click on the same object on the level. This will be for -
1. A Lego man,
2. then a Power crystal
3. and a Teleport building.

SCROLLING, ZOOMING AND ICONS

Now we explain about the 'world' is larger than just the one screen,
1. You can view the level by scrolling the map. This is done by moving the cursor to the side of the screen
2. If you want to see more of the level at one time then you can zoom out. use the zoom out icon to see the whole map
3. and now use the zoom in to return to the initial screen
4. There are a number of other icons that make things happen in the game, the MAP icon at top right opens a window to show us another view of the whole level shruk down into a very small scale.
5. If you scroll the level again, by moving the cursor to the edges of the screen, Notice how the map display changes to show where you are in the level.
6. Click on the MAP icon again to make the map disappear.

MOVING

We can use these new skills you have learnt to start playing the game.
1. First select a lego man by clicking on him (option to re-try the selection tutorial)
Now we need to tell him to do something.
One the right side of the screen (point arrow) you will have noticed that we have lots of new icons which we can choose from. All of these make

MOVEMENT
COLLECTION

BASIC TUTORIAL

ADVANCED TUTORIAL